

IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A method for evaluating the dynamic perspective distortion of a transparent body, ~~which comprises comprising the steps of~~ ~~a step of~~ producing a model of three-dimensionally curved shape of a transparent body having a predetermined refractive index;

~~a step of~~ determining an eye point at a side of the model of three-dimensionally curved shape and a virtual evaluation pattern having a plurality of evaluation points at the other side of the model of three-dimensionally curved shape;

~~a step of~~ observing, from the eye point, the virtual evaluation pattern through the transparent body, extracting perspective evaluation points as images of the evaluation points, obtained by observing through the transparent body, in a two-dimensional picture image obtained by the observation, and obtaining distance values ~~of~~ between adjacent perspective evaluation points;

~~a step of~~ determining an optional value to be a reference value, among ~~these~~ the distance values, and

~~a step of~~ evaluating the dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value.

Claim 2 (Currently Amended): The method ~~for evaluating the dynamic perspective distortion of a transparent body according to~~ Claim 1, wherein:  
the dynamic perspective distortion of the transparent body is evaluated based on the rate of change of the ratios of the distance values to the reference value.

Claim 3 (Currently Amended): The method ~~for evaluating the dynamic perspective distortion of a transparent body according to Claim 1~~, wherein:

the minimum value among the distance values is selected as the reference value, and the dynamic perspective distortion of the transparent body is evaluated based on the maximum value among the ratios of the distance values with respect to the minimum value.

Claim 4 (Currently Amended): The method ~~for evaluating the dynamic perspective distortion of a transparent body according to Claim 1~~, wherein:

the virtual evaluation pattern is an orthogonal grid pattern.

Claim 5 (Currently Amended): The method ~~for evaluating the dynamic perspective distortion of a transparent body according to Claim 1~~, wherein:

the transparent body is at least one selected from a glass sheet and a resinous plate.

Claim 6 (Currently Amended): The method ~~for evaluating the dynamic perspective distortion of a transparent body according to Claim 1~~, wherein:

the image seen through the model of three-dimensionally curved shape of the transparent body is animation-displayed.

Claim 7 (Currently Amended): A method for ~~supporting the designing of the correcting a three-dimensionally curved shape of a transparent body, which comprises comprising the steps of:~~

~~a step of producing a model of three-dimensionally curved shape of a transparent body having a predetermined refractive index;~~

a step of determining an eye point at a side of the model of three-dimensionally curved shape and a virtual evaluation pattern having a plurality of evaluation points at the other side of the model of three-dimensionally curved shape;

a step of observing, from the eye point, the virtual evaluation pattern through the transparent body, extracting perspective evaluation points as images of the evaluation points, obtained by observing through the transparent body, in a two-dimensional picture image obtained by the observation, and obtaining distance values of between adjacent perspective evaluation points;

a step of determining an optional value to be a reference value, among these the distance values;

a step of evaluating the dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value, and

a step of correcting the three-dimensionally curved shape of the transparent body according to the evaluation.

Claim 8 (Currently Amended): The method for supporting the designing of the three-dimensionally curved shape of a transparent body according to Claim 7, wherein:

the dynamic perspective distortion of the transparent body is evaluated based on the rate of change of the ratios of the distance values to the reference value.

Claim 9 (Currently Amended): The method for supporting the designing of the three-dimensionally curved shape of a transparent body according to Claim 7, wherein:

the minimum value among the distance values is selected as the reference value, and the dynamic perspective distortion of the transparent body is evaluated based on the maximum value among the ratios of the distance values with respect to the minimum value.

Claim 10 (Currently Amended): The method ~~for supporting the designing of the three dimensionally curved shape of a transparent body according to Claim 7~~, wherein:  
the virtual evaluation pattern is an orthogonal grid pattern.

Claim 11 (Currently Amended): The method ~~for supporting the designing of the three dimensionally curved shape of a transparent body according to Claim 7~~, wherein:  
the transparent body is at least one selected from a glass sheet and a resinous plate.

Claim 12 (Currently Amended): The method ~~for supporting the designing of the three dimensionally curved shape of a transparent body according to Claim 7~~, wherein:  
the image seen through the model of three-dimensionally curved shape of the transparent body is animation-displayed.